

Shooting Gallery™*

Have you got what it takes to last through four incredibly intense shoot 'em up games ?
A sharp eye ? Steady hand ? Split-second timing ?
Let's hope so. Because that's the only way you'll survive the SHOOTING GALLERY.



Now, there are no limits.®

SEGA®

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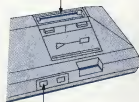
*Designed for Sega by Mark Cerny.

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the SHOOTING GALLERY™ CARTRIDGE as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.
4. Plug your Light Phaser™ cord into "Control 1" on the Power Base.
5. Pull the trigger to start. If nothing happens, check the connection between the Control Pad and Power Base. Also make sure that you are using the LEFT Control Port, "Control 1."

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.

Insert Mega Cartridge



Insert Light Phaser

What's Happening

Welcome! You've entered the SHOOTING GALLERY™. High speed arcade style action at its best. But you're ready. You've brought your Light Phaser. And, we hope, all of your speed. Skill. And daring.

Who's Who

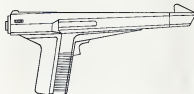
You're you. Someone who loves tough challenges. And anything that moves is your target.

The rules are simple. On each round, aim and shoot. If you've shot the REQUIRED number of targets when the round is over, you get to continue. If not, take heart. We've even beaten the experts.



Taking Control

Just plug the LIGHT PHASER™ into the "Control 1" port and pull the trigger to start. SHOOTING GALLERY can be played at any distance. From directly in front of the TV to six feet away.



Oops. Try Again.

Sorry about the bad news. But if you can't shoot the required number of targets in any round, the game is over. Remember, if no one is looking, you can always make the game easier by stepping closer to the TV.

THE ROUNDS

There are four different games, each with a total of six rounds. Every part of your sharp-shooting skill will be put to the test. Again and again.

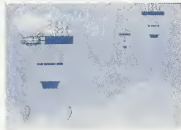
JUST FOR THE BIRDS

This may seem like an old fashioned shoot 'em up. But don't be deceived! Nothing so old ever moved so fast.



AERIAL ATTACK

Your targets are Blimps and Balloons. Sounds simple, doesn't it? After all, how fast can they move? VERY fast. The Blimps charge across the screen in a blink. And the Balloons ride the air currents - their motion changes every time you shoot!



TWISTING TUBES

Why must everything be so difficult?

Because it makes it much more interesting. This is half-maze, half-target shooting. You can only shoot the ball when it's exposed. So keep your cool. You'll need it.



TV TERROR

The computer's revenge! Spaceships and TV's are the targets in this game. You can shoot them, but only when their shields are down. And, oh dear. Nothing you do will make them drop their shields. Nothing. So you must wait patiently. And then shoot like mad when they let you.



SO WE LIED

Shooting Gallery has a hidden surprise or two. So if you find something you don't understand, try checking under "Hints For The Expert."

Know The Score

You get points for every target you shoot, and an extra bonus for shooting all the targets in any given round.

Round Number	Points per Target	Bonus for shooting All Targets
Rounds 1 - 4	100	1,000
Rounds 5 - 8	200	2,000
Rounds 9 - 12	300	3,000
Rounds 13 - 16	400	4,000
Rounds 17 - 20	500	5,000
Rounds 21 - 24	1,000	10,000



Perfect shot

Game is over

Helpful Hints

During a round, if you pull the trigger and **NOTHING** happens, the Light Phaser™ is probably not pointed directly at the TV. Aim carefully and try again.

Your gun takes a little time to reload, so after shooting, wait a moment before shooting again.

Don't be proud. If the game is too difficult, try moving closer to the TV.

HINTS FOR THE EXPERT

Your gun reloads slightly faster if you hit a target than if you miss – so don't MISS!

Remember! The 'Twisting Tubes' round is half maze, half reaction speed. Before the going gets tough, hit the "pause" button on the power base and carefully study the varying distances between the tubes. No promises, but it may help you shoot to win.

Alas! The tiny TV sets and spaceships are very finicky. They only let you shoot them when they're ready – like when the "YES" flashes on the TV's. Nothing you can do will change their stubborn behavior. So save your shots until they drop their shields.

Scorebook-Close Range

If the distance between the Light Phaser™ and the TV is less than 2 feet, use this area. If you can reach Round 13, pat yourself on the back. You're very good.

If you can reach Round 17, take a bow. You're a SHOOTING GALLERY™ expert.

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Scorebook-Medium Range

If the distance between the Light Phaser™ and the TV is 2 - 4 feet, use this area.

If you can reach Round 10, pat yourself on the back. You're very good.

If you can reach Round 14, take a bow.

You're a SHOOTING GALLERY™ expert.

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Scorebook-Maximum Range

If the distance between the Light Phaser™ and the TV is over 4 feet, use this area.

If you can reach Round 6, pat yourself on the back. You're very good.

If you can reach Round 9, take a bow. You're a SHOOTING GALLERY™ expert.

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90 day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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